P3)

#include<iostream>

#include<string>

using namespace std;

class Media

{

public:

string title;

int price;

void setMedia()

{

cout<<"Set title "<<endl;

cin>>title;

cout<<"Set Price"<<endl;

cin>>price;

}

virtual void display()

{

cout<<"Price = "<<price<<endl;

cout<<"Title = "<<title<<endl;

}

};

class Pages:public Media

{

public:

int npages;

void setPages()

{

setMedia();

cout<<"Set the number of pages"<<endl;

cin>>npages;

}

void display()

{

Media::display();

cout<<"Num of pages = "<<npages<<endl;

}

};

class PlayTime:public Media

{

public:

int time;

void setTime()

{

setMedia();

cout<<"Enter play time "<<endl;

cin>>time;

}

void display()

{

Media::display();

cout<<"Time = "<<time<<endl;

}

};

int main()

{

Media \*m1;

Pages p1;

PlayTime pt1;

p1.setPages();

pt1.setTime();

m1=&p1;

m1->display();

m1=&pt1;

m1->display();

return 0;

}

OUTPUT:

